TORPEDO FIRE ™

MOVEMENT COMMANDS

MDCtt = Continue on present course for *tt* seconds
MCddd = Set course to *ddd* degrees
MSSkk = Set speed to *kk* knots
MUfff = Move to a depth of *fff* feet (subs only)

FIRE COMMANDS

FDCtddd = Fire depth charge at time *t*10* to explode at *ddd* feet underwater
FKGtddd = Fire K-guns at time *t*10* to explode at *ddd* feet underwater
FATtlll = Fire Ahead Throw Weapon at time *t*10*, *lll+50* yards ahead of the ship
FSGdddllll = Fire Surface Guns *ddd* degrees at range *llll* yards
FSSdddllll = Fire Star Shell *ddd* degrees at range *llll* yards
FT(B/S)dddtt = Fire Torpedo from (Bow/Stern) tube on course *ddd* degrees at time *tt*.

MOVEMENT RATES

KNOTS	YARDS TRAVELLED IN 60 SECONDS
60	2000
30	1000
25	833
20	667
15	500
10	333
5	167

OR AT 1 KNOT A SHIP MOVES .555 YARDS/SECOND

TURNING ABILITY

	MAXIMUM TURN IN 60 SECONDS
CONVOY	30°
ESCORTS	90°
SUBMARINES	120°